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41 Image-driven simplification

77%



Peter Lindstrom , Greg Turk

ACM Transactions on Graphics (TOG) July 2000

Volume 19 Issue 3

We introduce the notion of image-driven simplification, a framework that uses images to decide which portions of a model to simplify. This is a departure from approaches that make polygonal simplification decisions based on geometry. As with many methods, we use the edge collapse operator to make incremental changes to a model. Unique to our approach, however, is the use at comparisons between images of the original model against those of a simplified model to determine the ...

42 Generalized stochastic subdivision

77%



J. P. Lewis

ACM Transactions on Graphics (TOG) July 1987

Volume 6 Issue 3

Stochastic techniques have assumed a prominent role in computer graphics because of their success in modeling a variety of complex and natural phenomena. This paper describes the basis for techniques such as stochastic subdivision in the theory of random processes and estimation theory. The popular stochastic subdivision construction is then generalized to provide control of

the autocorrelation and spectral properties of the synthesized random functions. The generalized construction is suit ...

43 Seamless texture mapping of subdivision surfaces by model 77%

 pelting and texture blending

Dan Piponi , George Borshukov

Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000

Subdivision surfaces solve numerous problems related to the geometry of character and animation models. However, unlike on parametrised surfaces there is no natural choice of texture coordinates on subdivision surfaces. Existing algorithms for generating texture coordinates on non-parametrised surfaces often find solutions that are locally acceptable but globally are unsuitable for use by artists wishing to paint textures. In addition, for topological reasons there is not necessarily any ch ...

44 Surfels: surface elements as rendering primitives 77%

 Hanspeter Pfister , Matthias Zwicker , Jeroen van Baar , Markus Gross

Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric objects at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit connectivity. Surfel attributes comprise depth, texture color, normal, and others. As a pre-process, an octree-based surfel representation of a geometric object is computed. During sampling, surfel positions and normals are optionally pert ...


45 Acquiring the reflectance field of a human face 77%

 Paul Debevec , Tim Hawkins , Chris Tchou , Haarm-Pieter Duiker , Westley Sarokin , Mark Sagar


Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000

We present a method to acquire the reflectance field of a human face and use these measurements to render the face under arbitrary changes in lighting and viewpoint. We first acquire images of the face from a small set of viewpoints under a dense sampling of incident illumination directions using a light stage. We then construct a reflectance function image for each observed image pixel from its values over the space of illumination directions. From the reflectance functions, we can directl ...


46 An algorithm for automatic painterly rendering based on local 77%

-  source image approximation
Michio Shiraishi , Yasushi Yamaguchi
Proceedings of the first international symposium on
Non-photorealistic animation and rendering June 2000


47 The holodeck ray cache: an interactive rendering system for 77%





-  global illumination in nondiffuse environments
Gregory Ward , Maryann Simmons
ACM Transactions on Graphics (TOG) October 1999
Volume 18 Issue 4
We present a new method for rendering complex environments using interactive, progressive, view-independent, parallel ray tracing. A four-dimensional holodeck data structure serves as a rendering target and caching mechanism for interactive walk-throughs of nondiffuse environments with full global illumination. Ray sample density varies locally according to need, and on-demand ray computation is supported in a parallel implementation. The holodeck file is stored on disk and ...








48 A video-based virtual reality system 77%

-  Haruo Takeda , Masami Yamasaki , Toshio Moriya , Tsuyoshi Minakawa , Fumiko Beniyama , Takafumi Koike
Proceedings of the ACM symposium on Virtual reality software and technology December 1999
We introduce a new environment to make and play interactive contents with more than video game quality. The system consists of a projector array, a viewer and an editor for the special contents. The projector array projects multiple digital images seamlessly both in time and space, thus a very high quality video projection system. The viewer features a function to composite a passive video and interactive CG in real time. The editor is a high-end non-linear editing system combined with some ...



49 Interactive exploration of extra-and intracranial blood vessels 77%

-  (case study)
Dirk Bartz , Wolfgang Straßer , Martin Skalej , Dorothea Welte
Proceedings of the conference on Visualization '99: celebrating ten years October 1999
We present a system for interactive explorations of extra-and intracranial blood vessels. Starting with a stack of images from 3D angiography, we use virtual clips to limit the segmentation of the vessel tree to the parts the neuroradiologists are interested in. Furthermore, methods of interactive virtual endoscopy are applied in order to provide an interior view of the blood vessels.

- 50 Splatting without the blur** 77%
 Klaus Mueller , Torsten Möller , Roger Crawfis
Proceedings of the conference on Visualization '99: celebrating ten years October 1999
Splatting is a volume rendering algorithm that combines efficient volume projection with a sparse data representation: Only voxels that have values inside the iso-range need to be considered, and these voxels can be projected via efficient rasterization schemes. In splatting, each projected voxel is represented as a radially symmetric interpolation kernel, equivalent to a fuzzy ball. Projecting such a basis function leaves a fuzzy impression, called a footprint or splat, on the scre ...
- 51 Mixing translucent polygons with volumes** 77%
 Kevin Kreeger , Arie Kaufman
Proceedings of the conference on Visualization '99: celebrating ten years October 1999
We present an algorithm which renders opaque and/or translucent polygons embedded within volumetric data. The processing occurs such that all objects are composited in the correct order, by rendering thin slabs of the translucent polygons between volume slices using slice-order volume rendering. We implemented our algorithm with OpenGL on current general-purpose graphics systems. We discuss our system implementation, speed and image quality, as well as the renderings of several mixe ...
- 52 Parallel lumigraph reconstruction** 77%
 Peter-Pike Sloan , Charles Hansen
Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics October 1999
This paper presents three techniques for reconstructing Lumigraphs/Lightfields on commercial ccNUMA parallel distributed shared memory computers. The first method is a parallel extension of the software-based method proposed in the Lightfield paper. This expands the ray/two-plane intersection test along the film plane, which effectively becomes scan conversion. The second method extends this idea by using a shear/warp factorization that accelerates rendering. The third technique runs on an ...
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 Igor Guskov , Wim Sweldens , Peter Schröder
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 Jos Stam
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Ching-Rong Lin , R. Bowen Loftin
Proceedings of the ACM symposium on Virtual reality software and technology 1998 November 1998
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Proceedings of the conference on Visualization '98 October 1998

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